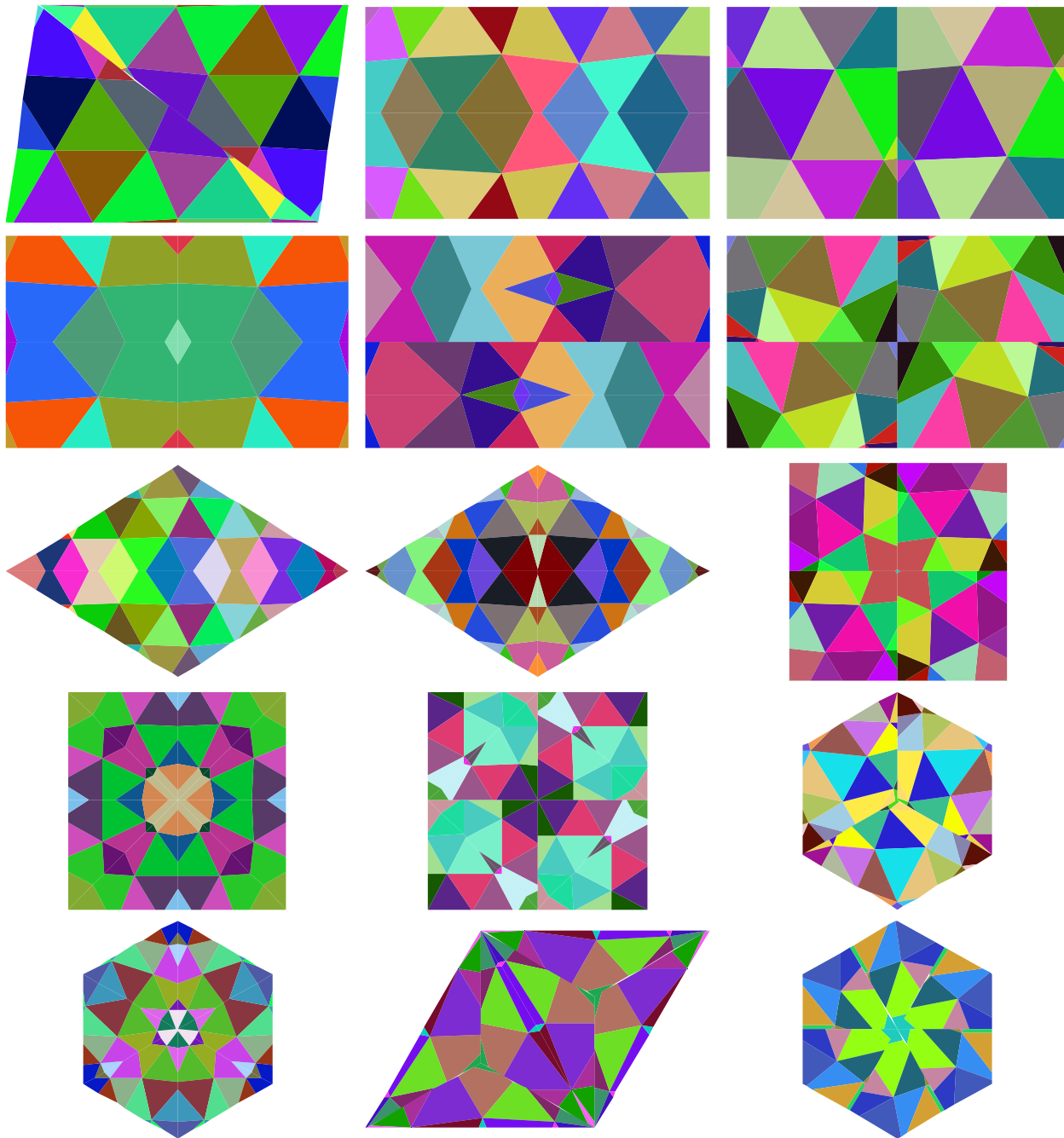
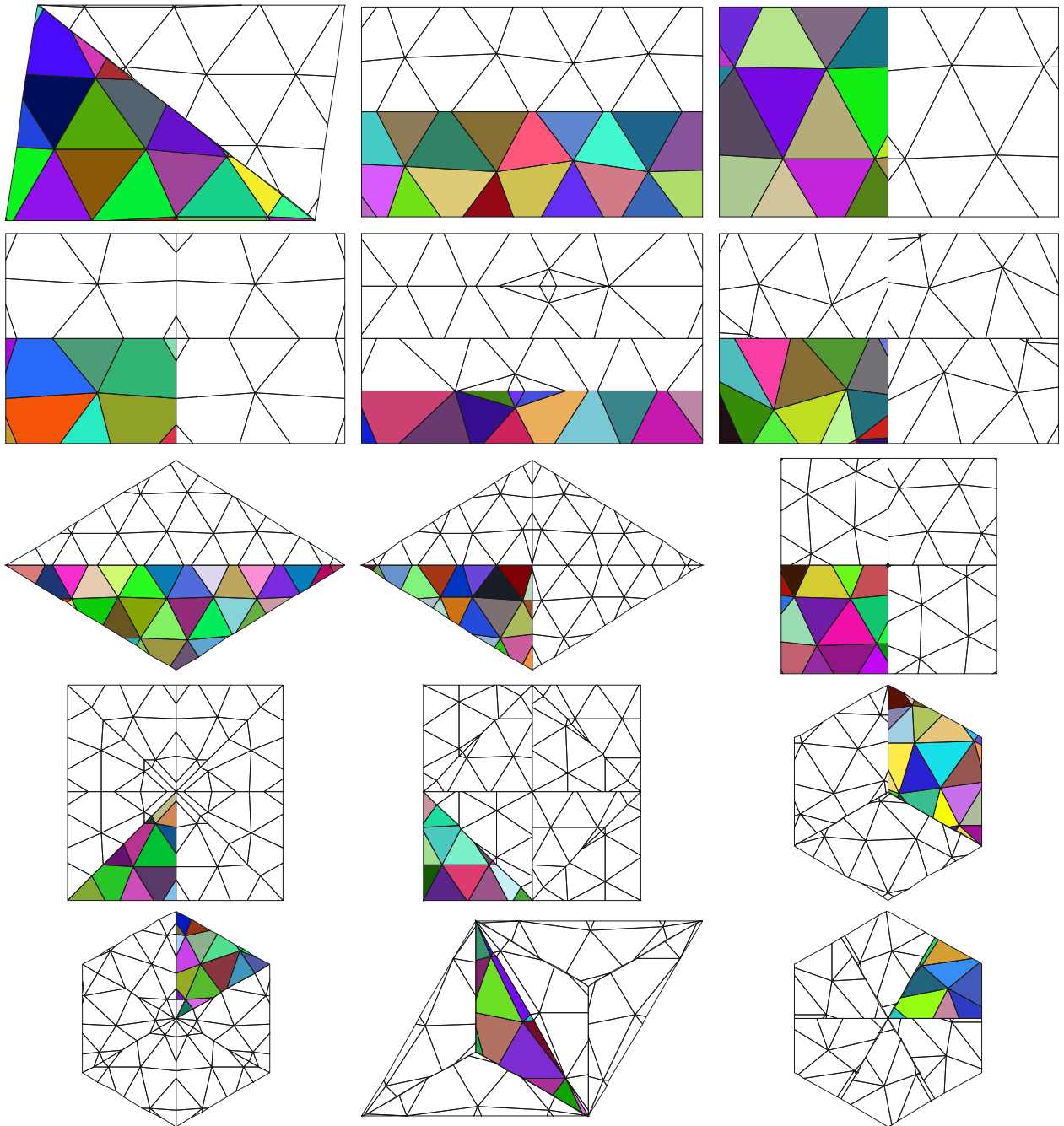


Pobarvanka Ravninske grupe Izidor Hafner

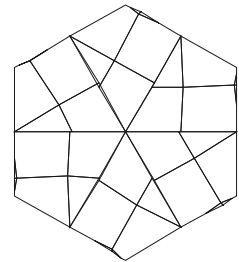
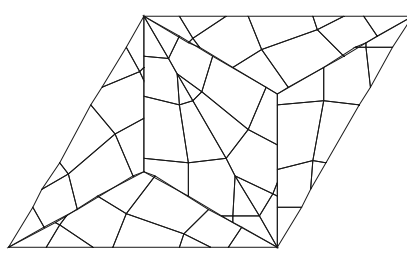
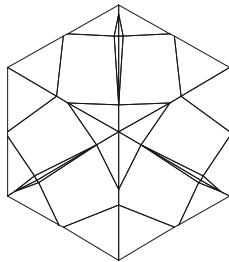
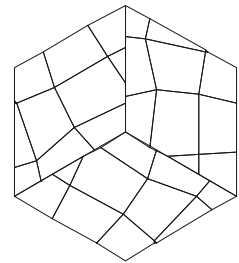
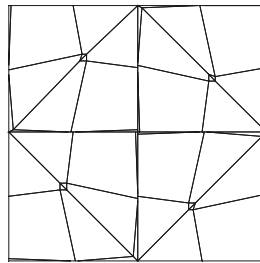
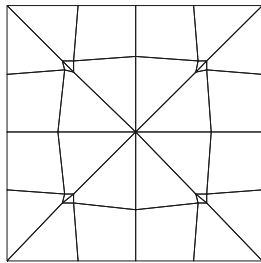
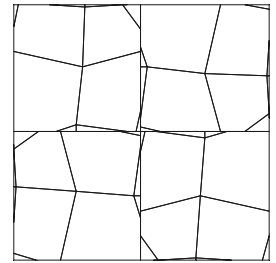
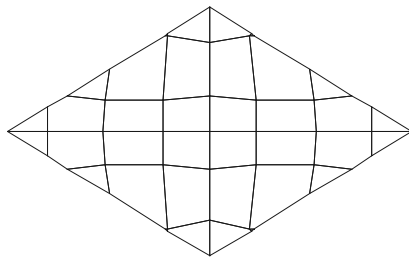
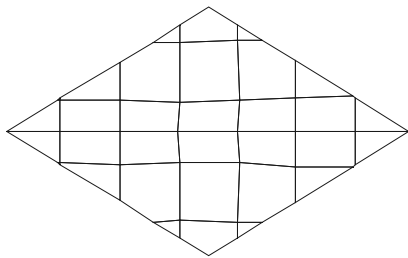
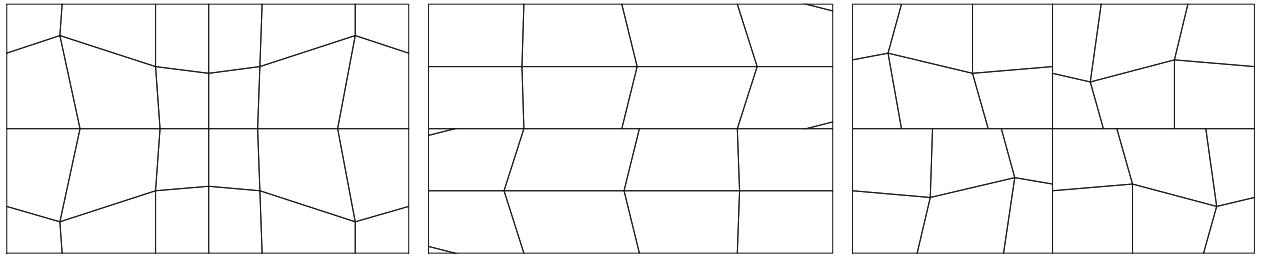
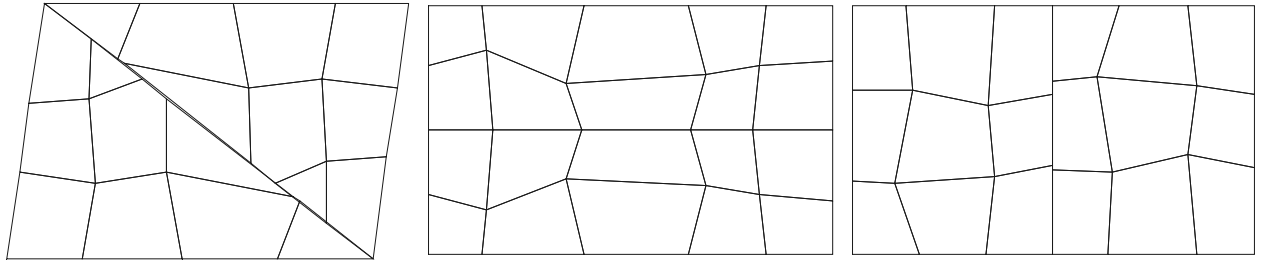
Slika predstavlja osnovne celice 16 ravninskih kristalografskih grup. Manjka le grupa, kjer osnovna celica nima nobene simetrije.

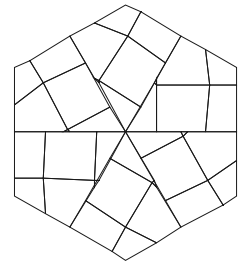
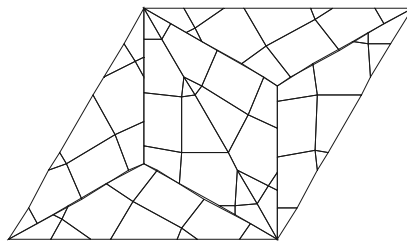
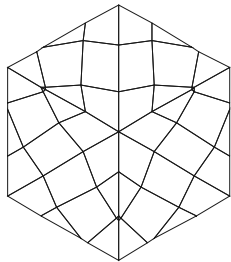
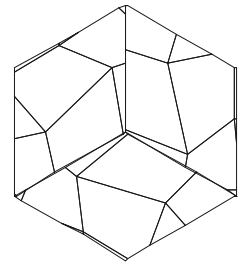
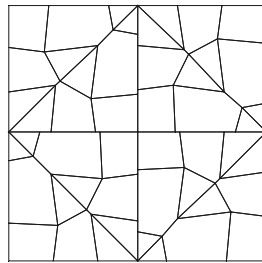
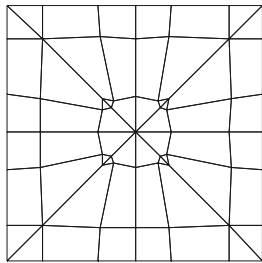
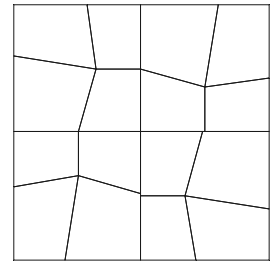
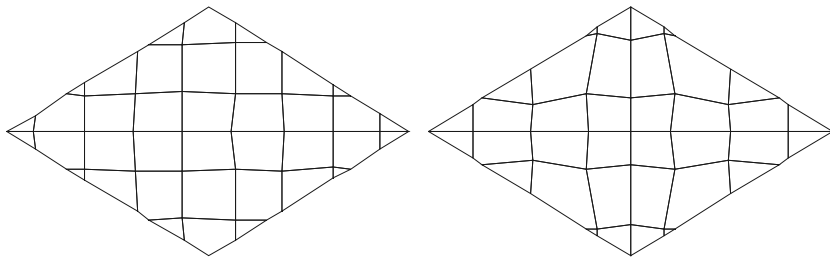
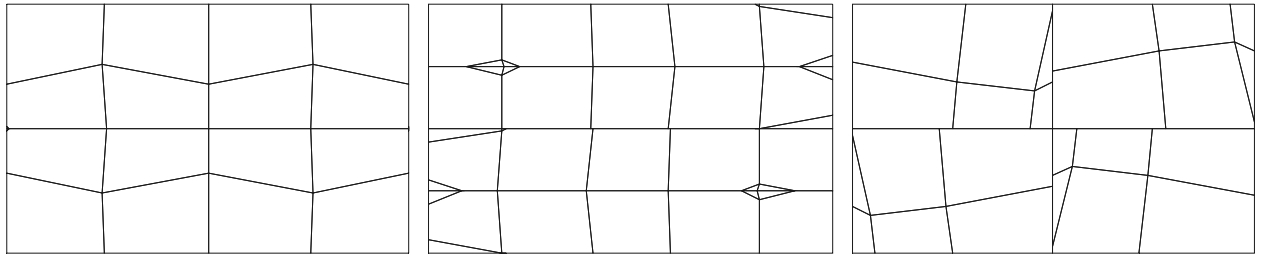
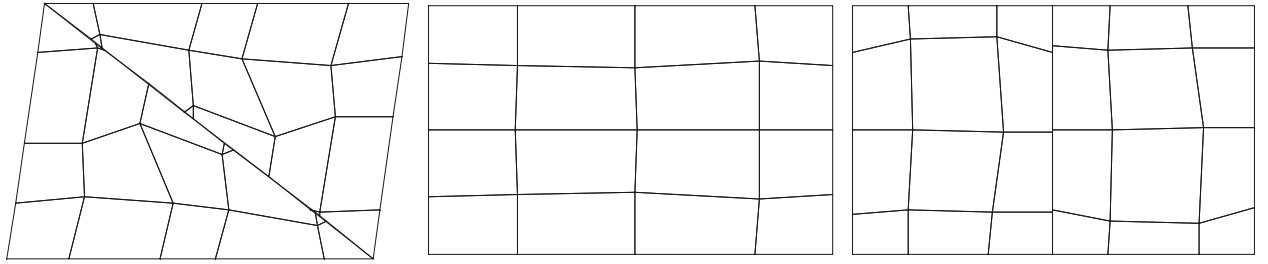


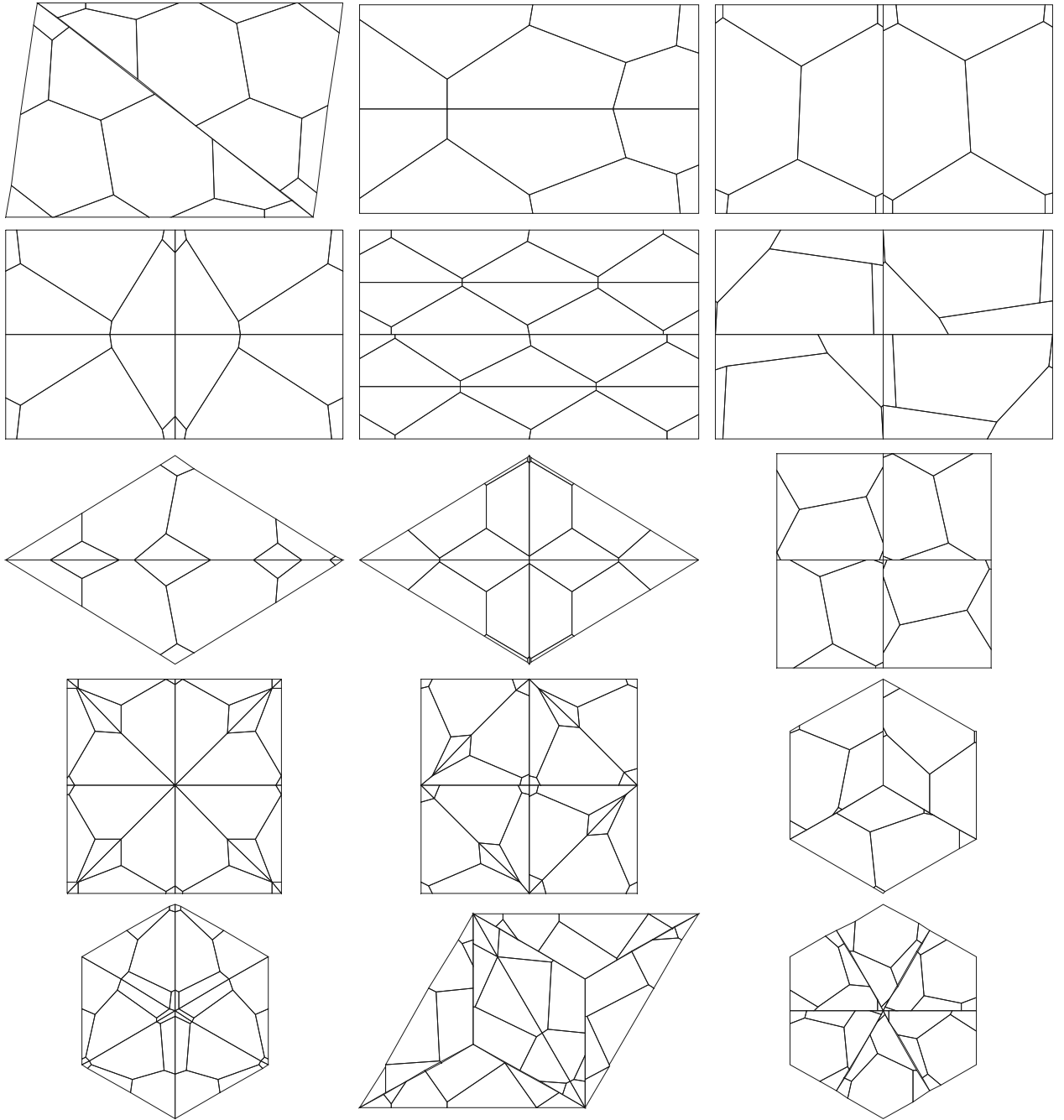
Najprej pobarvamo osnovno področje, ki ga nato enkrat ali večkrat preslikamo po osnovni celici. Praktično to pomeni, da moramo pobarvati ustrezne like (skladne like) z isto barvo. Pokritje ravnine dobimo s premikanjem osnovne celice.

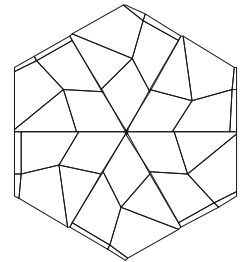
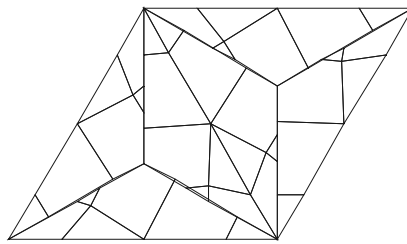
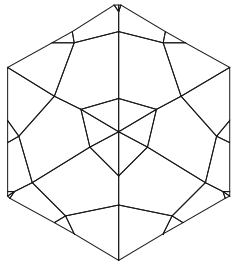
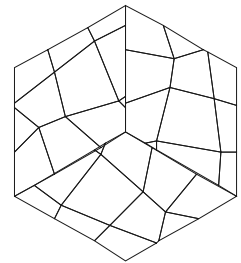
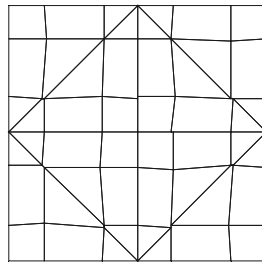
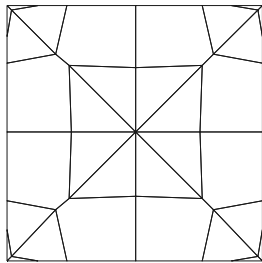
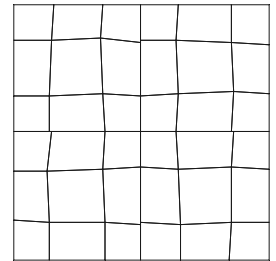
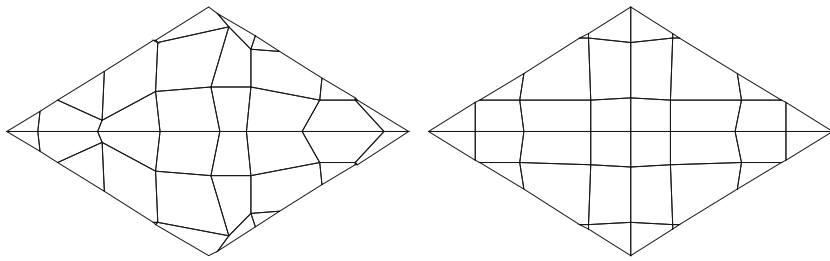
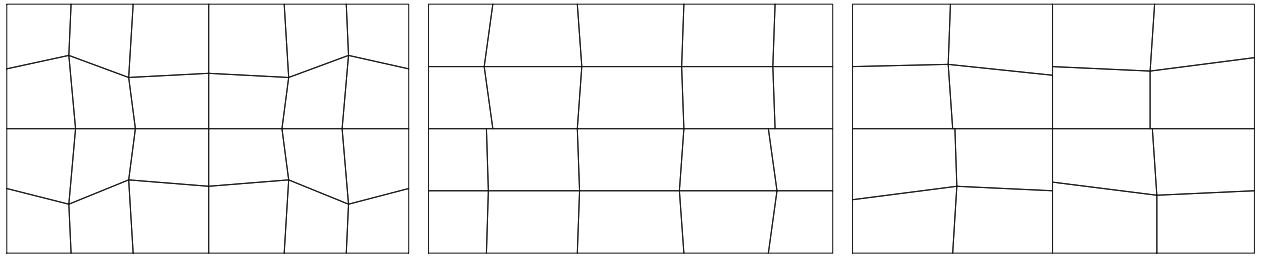
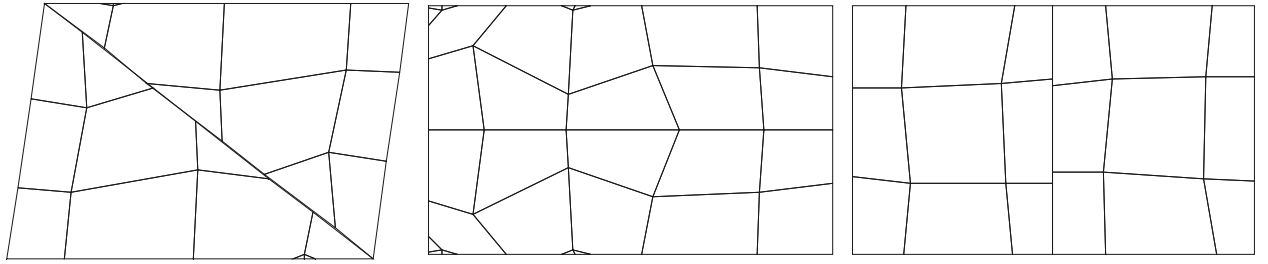


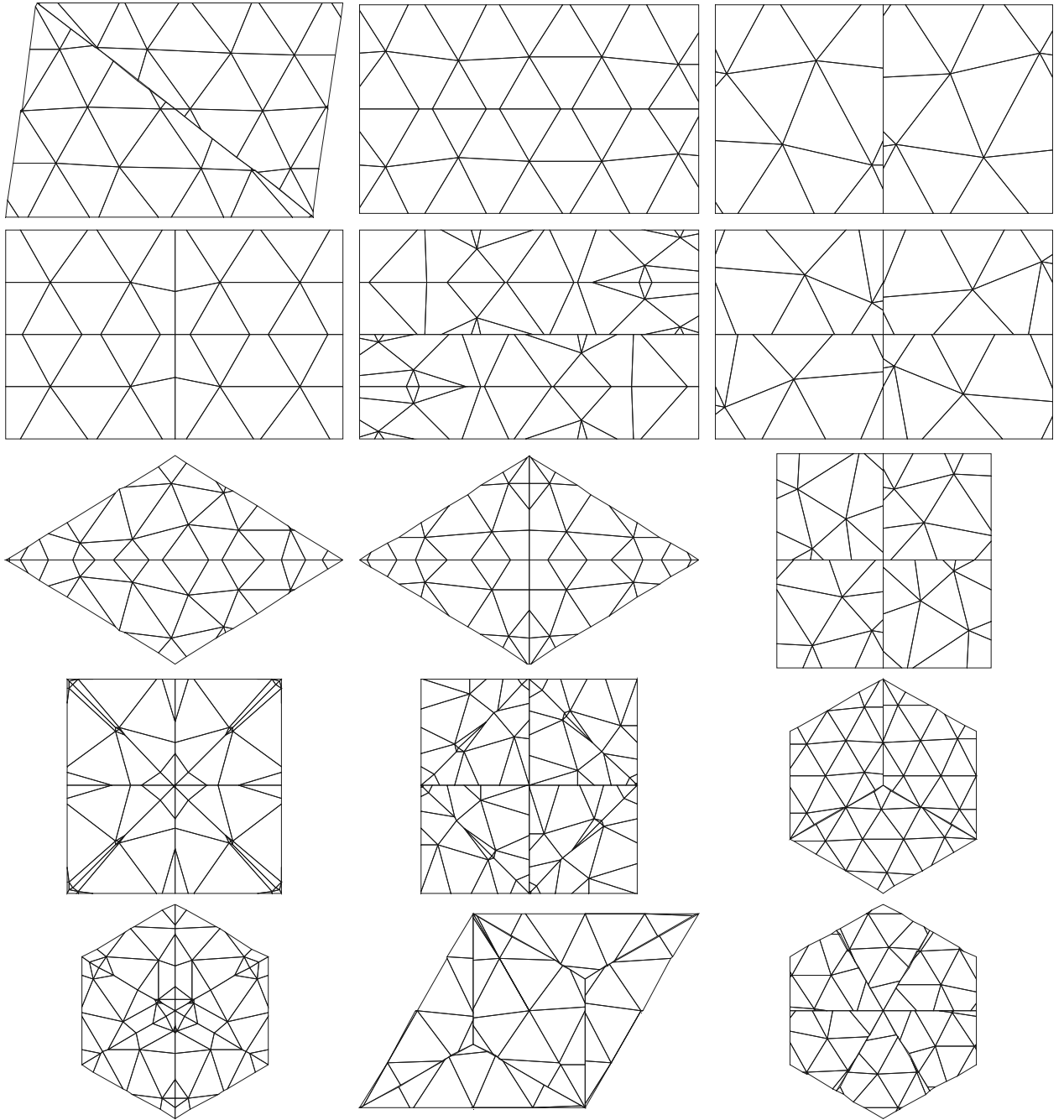
V naslednjih nalogah je treba pobarvati osnovno področje in nato še osnovno celico.

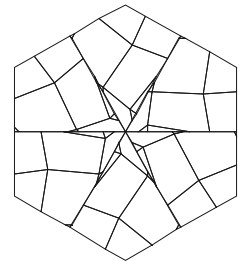
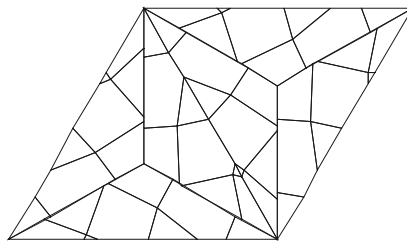
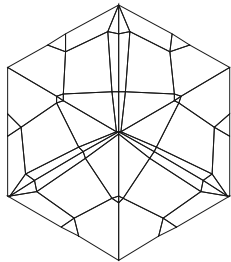
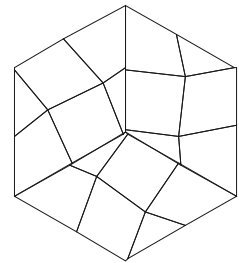
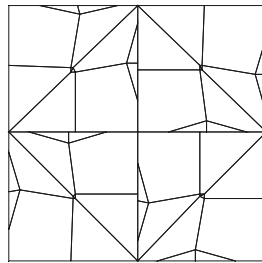
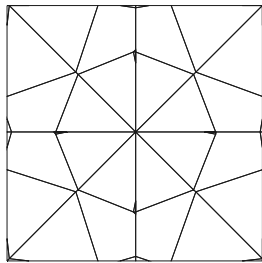
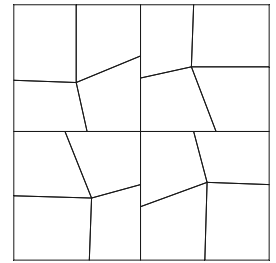
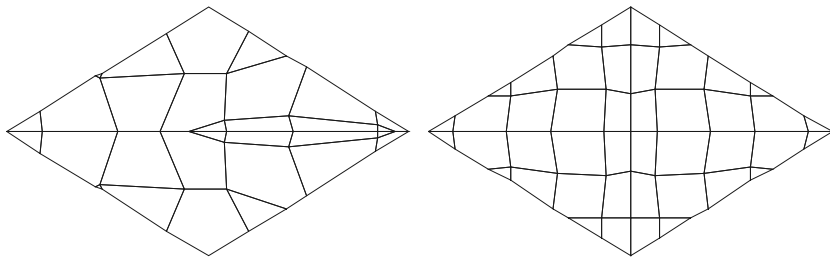
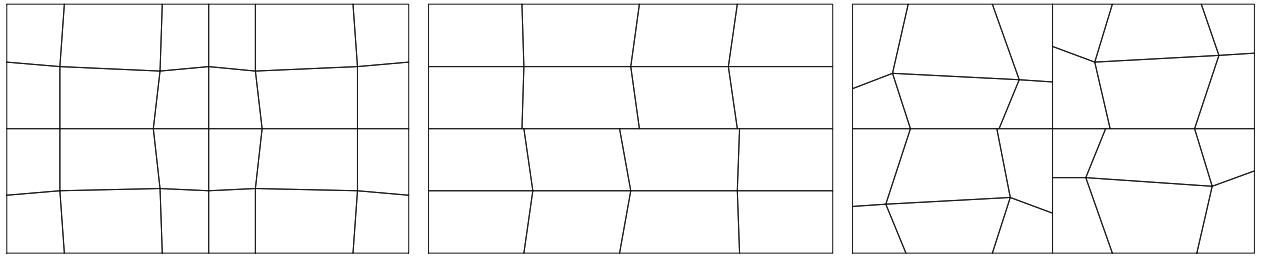
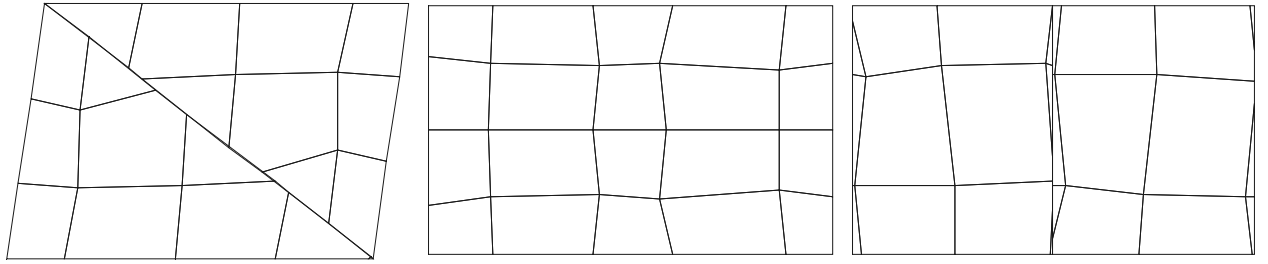












Osnovno področje je pobarvano. Pobarvaj osnovno celico in nadaljuj z barvanjem.

